What I did

* Name, Company and planning

I choose the name “The planet engine” as it sounded fancy and smart. As all my personal projects I created the project under the name “Douwco”. I also made a document called thesis ideas where I put down any idea of how to tackle current of future problems.

* Creating a package

Following the guide: [Unity - Manual: Creating custom packages (unity3d.com)](https://docs.unity3d.com/Manual/CustomPackages.html?utm_source=YouTube&utm_medium=social&utm_campaign=evangelism_global_generalpromo_2020-09-02_packman-package-manager-docs)

I created a package which would represent the thesis project repository. I created the required file structure and made a lot of dummy files.

* Creating a tool

Following the guide: [Unity - Manual: Extending IMGUI (unity3d.com)](https://docs.unity3d.com/Manual/gui-Extending.html)

I created a tool that is a window inside the editor. The aim is to let the layout change according to the tasks performed.

* Make a mount in assets folder

Once the tool has been activated it will search for a specific folder in the Assets folder of the project. If not there a new folder will be made. This folder will contain all data regarding the runtime planets (final product) generated by the planet engine.